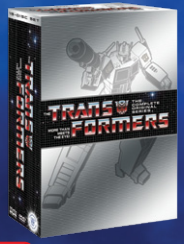
GO BACK TO WHERE IT ALL BEGAN.

THE TRANSFORMERS
MORE THAN MEETS THE EYE!™

THE TRANSFORMERS MORE THAN MEETS THE EYE
SEASONS 1–4



THE TRANSFORMERS MORE THAN MEETS THE EYE: THE COMPLETE SERIES
15-DVD SET

OWN IT ON DVD.

ShoutFactory.com

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⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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TRANSFORMERS™ FALL OF CYBERTRON™

For more information, go to www.TransformersGame.com.

NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the TRANSFORMERS™ FALL OF CYBERTRON™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the S button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

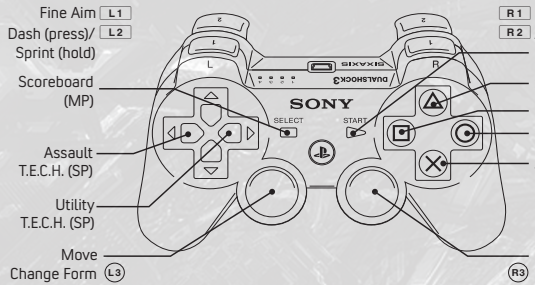
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

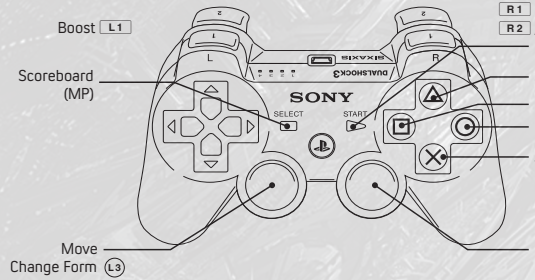
Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

GAME CONTROLS

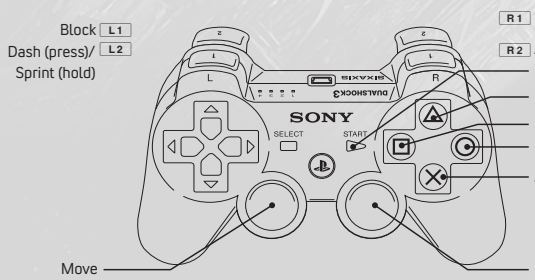
ROBOT MODE



VEHICLE MODE



GRIMLOCK



Grimlock's **ability** can only be activated when his rage meter is full.

MP indicates a **Multiplayer only** feature. | **SP** indicates a **Single Player only** feature.

STORY

The home world of the TRANSFORMERS – Cybertron – is dying. Battles rage between the AUTOBOTS and the DECEPTICONS as the planet is rocked by quakes and violent electrical storms. Energon, the lifeblood of the TRANSFORMERS, is in scarce supply, sparking violent conflicts over precious wells. OPTIMUS PRIME leads his AUTOBOTS in an attempt to man the last transport off his dying home, a ship known as the Ark. Meanwhile, MEGATRON and his DECEPTICONS push the tide of war straight into the AUTOBOTS home city to crush them once and for all.

The once Golden Age of Cybertron is over. These are the end of days...

HEADS-UP DISPLAY

HEALTH:
Your health can be recharged by picking up Energon cubes in the level.

SHIELD:
The shield will recharge automatically as long as you're not taking damage.

OBJECTIVE MARKER:
Follow this point to your next objective.

AMMUNITION:
Displays the current weapon's ammunition supply.

ABILITY:
Abilities vary based on your character. Most abilities have a cool down period which will recharge over time.

PICK-UPS

FIND THESE ITEMS IN THE LEVEL TO BOOST YOUR RESOURCES AND WIN THE BATTLE.

1 | **ENERGON CUBE** Replenishes health.

2 | **PRIMARY WEAPON AMMO** (BLUE OUTLINE) Replenishes ammo supply for primary weapons.

3 | **HEAVY WEAPON AMMO** (YELLOW OUTLINE) Replenishes ammo supply for heavy weapons.

4 | **BLUE PRINT SCHEMATIC** Finding one of these will unlock new weapons or T.E.C.H. in the Teletraan 1 store.

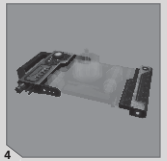
5 | **AUDIO LOG** Listen to the audio logs from AUTOBOTS and DECEPTICONS.

6 | **ENERGON SHARDS** These are used to buy items in the Teletraan 1 store.

1

2

3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TELETRAAN 1

LOOK FOR TELETRAAN 1 STORES IN THE LEVEL. USE THEM TO BUY WEAPONS AND T.E.C.H. YOU CAN ALSO UPGRADE YOUR PRIMARY AND SECONDARY WEAPONS. BELOW ARE JUST A FEW OF THE ITEMS YOU'LL BE ABLE TO ACQUIRE.

TRANSFORMERS ELECTRONIC COMBAT HARDWARE.

1

2

3

4

ASSAULT T.E.C.H.

PURCHASE THESE ITEMS TO AUGMENT YOUR OFFENSIVE POWER.

1 | **THERMO MINE PAYLOAD:** An arsenal of heat seeking mines.

2 | **C.L.U.T.C.H.:** Cybertronian Linked Ultra Tactical Combat Helper. This little attack drone dutifully accompanies its user into the heat of battle.

3 | **MARK-O ORBITAL BEACON:** Hyper optic scanner that highlights all nearby enemies and reduces their armor for a brief time.

4 | **DIMENSIONAL DECIMATOR:** Destructive gravitational distortion bomb that tears a hole in the fabric of space and time. Also stuns larger enemies.

1

2

3

4

UTILITY T.E.C.H.

PURCHASE THESE ITEMS TO AUGMENT YOUR DEFENSIVE POWER.

1 | **DIFFRACTION BARRIER:** Deployable barrier that blocks all incoming fire while allowing the user to shoot through it.

2 | **INTERCOOLER:** Temporarily speeds up cool down time for your special ability and increases foot speed.

3 | **ULTRA-POWER CORE:** A timed, stationary beacon that replenishes ammo and increases armor by 50% as long as the user stays within the active zone.

4 | **ENERGON RECHARGER:** Temporarily boosts health regeneration making the user nearly indestructible.

MULTIPLAYER

TAKE THE FIGHT ONLINE. **TRANSFORMERS: FALL OF CYBERTRON** CONTAINS A VARIETY OF COMPETITIVE MULTIPLAYER MODES. THE GAMES INCLUDE THE FOLLOWING:

ESCALATION

Escalation is a co-op survival game that can be played with up to four players. Each player takes on the role of one of the four AUTOBOTS or DECEPTICONS, and together you must survive as many waves of enemies as possible. Can you make it to wave 15?

*Unlike the other multiplayer games, Escalation is accessed from the main menu only.

TEAM DEATHMATCH

A classic team-based game. The team with the most kills wins.

CONQUEST

Teams must capture the nodes located throughout the map in order to score points. The team that reaches the score limit or has the most points when the time limit is reached is declared the winner.

CAPTURE THE FLAG

Teams must capture the enemy's flag while defending their own flag. Vehicle form is off-limits for capturing and carrying flags. Teamwork is the key to winning the match. The first team to capture 3 flags wins the match.

HEADHUNTER

When a player dies, their spark falls onto the floor. Score points by picking up the spark and returning it to a node. The team with the most sparks at the end of the time limit wins.

CHARACTER CUSTOMIZATION

THE NEW CHARACTER CUSTOMIZER ALLOWS YOU TO BUILD YOUR OWN AUTOBOT OR DECEPTICON, AS WELL AS DEFINE THE WEAPONS AND ABILITIES YOUR CHARACTER HAS.

OPTIONS

ARMOR: The armor section allows you to change to multiple categories of parts such as the chest, arms and legs. The chest piece will also determine the vehicle form you turn into. If you prefer, you can also choose from the many prefabricated characters via the "Armor Set" option.

LOADOUTS: The loadouts section allows you to customize your primary and secondary weapons, as well as weapon upgrades and abilities.

PERSONALITY: The personality section allows you to change your character's colors, voice, and name. These options are influenced by the faction you choose.

CLASSES

THERE ARE FOUR CLASSES TO CHOOSE FROM:

INFILTRATOR: The Infiltrators are the smallest and fastest class. They rely on hit-and-run tactics to take on much larger foes due to their lighter armor. As the only class with the cloak ability, they are masters of stealth.

DESTROYER: The Destroyer is the most well-rounded class. Their heavier armor and less-nimble truck forms can take a beating while dishing out support for their teammates and firepower against their enemies. Their special ability is a Diffraction Barrier which makes them formidable on the battlefield.

TITAN: Built for destruction, Titans are deadly at almost any range. Heavy tank cannons blast opponents from afar while specialized weapons chew through armor up close. They aren't the quickest on the battlefield, but Titans don't need to run from a fight.

SCIENTIST: While their large size makes them a hefty target, the airborne maneuverability of their vehicle form allows them to pick and choose their fights better than any other class. Scientists specialize in the ability to heal others from their wounds in battle.

CUSTOMER SUPPORT

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For self-help, please visit our website at **support.activision.com**

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NOTE: Certified mail is recommended.

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